

# RollPlay



**GM NOTEBOOK**  
**ISSUE THIRTY-EIGHT**

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## Hello Patrons!

As we're closing in on Jesse starting a brand new Star Wars show, I dug in and found all my starting notes for Balance of Power for you. It's easy to forget the little details of shows when there are so many and these little excursions into the history are always fun for me. In this issue you'll also find the last two pages of notes for Swan Song, a bittersweet achievement! Lastly, I dug up a list of Mirrorshades missions, feel free to use them in your own Shadowrun campaign!

Thank you so much for your support, and welcome to Issue 38 of the GM's Notebook.

*Adam Koebel*  
*RollPlay GM*



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# MIRRORSHADES MISSIONS

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Smuggle drugs (legitimate, experimental Zeta-Interferon for treating VITAS) from Seattle to Victoria, Salish-Shidhe Territory. Ms. Johnson is a Hospital Director in the Salish-Shidhe Government who needs the drugs for her patients. Opposition is Salish-Shidhe Coast Guard (boats, men, shamans, spirits) Complication is weather (bad fog and a rainstorm). (Pay is 10,000¥).



Mission of mercy: runners needed for transport mission for the good of all metahumanity. Must be discreet. May need to defend this very precious cargo. Nautical inclinations and a Salish-Shidhe passport a benefit.

**CONTACT MR. JOHNSON**  
**@ 45767-KKBN-2**



RESTART // SEARCH // END SESSION



Courier sensitive data (blackmail material) from Seattle to corporate dropoff in Sacramento. Mr. Johnson is a Mafia don. Complication is that the drop is in Sacramento. Opposition is Tir highway patrol, Cal Free State raiders. (8,000¥ plus expenses).



Family business needs long-haul couriers for trip to sunny Sacramento. Enjoy the freedom of the open road and make yourself some nuyen while you're at it.

**CONTACT MS. JOHNSON**  
**@ 44231-GBXX-7**

RESTART // SEARCH // END SESSION



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RESTART // SEARCH // END SESSION

Bodyguard duty for a magician with serious gang enemies (the Merlyns). Needs protection for a week in Seattle - arrival at SEA-TAC, controversial talk at the University of Washington, then back to the airport. (800¥ per day plus expenses).

Controversy! Excitement! Magic! All these things and more for the right team of runners. Public figure requires professional, well-trained security personnel for the bodyguard job of a lifetime. Rub shoulders with the celebrity elite!

**CONTACT MR. JOHNSON**  
**@ 60882-LOYL-3**

RESTART // SEARCH // END SESSION



Shiawase has an errant shareholder they need to send a message to. His house is to be trashed and a threatening message left for him. He knows he's a shit and has hired another runner team to protect himself. (4000¥ plus expenses)



Demolition crew needed for home renovation project. Do you work quickly and make sure the job gets done? We may have an employment opportunity for you!

CONTACT MS.JOHNSON  
@ 22331-MBMA-5

RESTART // SEARCH // END SESSION



"Courier mission" Nova Gaia wants to hire runners to deliver a package to the private residence of an Ares Biotechnologist. He's synthesizing chemical weapons from endangered critters. The package is a bomb. Uh-oh. (5000¥)



Do you laugh at corporate security? Can you slip past Suburban Enclave Perimeters and get out without being seen? Do you have an aggressive personality and a never-say-die attitude? We might have work for you. One-time process servers needed.

CONTACT MS.JOHNSON  
@ 76432-VCRL-4



RESTART // SEARCH // END SESSION



"Missing Persons" mission - Tokyo woman seeks missing younger brother. Kid came to Seattle to "make it big" but went missing. Signs point to Universal Brotherhood but he actually got hooked on BTLs and is in a Yakuza drug den.



Discrete agents needed for foreign investor seeking to reconnect with a missing family member. This is strictly find-and-report. Signs indicate the family member may have fallen in with a weird crowd. Knowledge of the Universal Brotherhood a plus.

CONTACT MS. JOHNSON  
@ 12144-EZMN-6

RESTART // SEARCH // END SESSION



Shiawase has an errant shareholder they need to send a message to. His house is to be trashed and a threatening message left for him. He knows he's a shit and has hired another runner team to protect himself. (10,000¥)



Demolition crew needed for home renovation project. Do you work quickly and make sure the job gets done? We may have an employment opportunity for you!

CONTACT MR. JOHNSON  
@ 22331-MBMA-5

RESTART // SEARCH // END SESSION



The Mafia needs someone broken out of a Knight Errant facility. They don't tell the runners that it's a KE facility and don't say who they are. It's a standard prison break, otherwise. The problem is that the guy's subcontracted in prison to work for a gang there and won't leave willingly without doing right by his new friends in the joint.



Family business needs assistance extracting a an errant cousin from a bad situation. Should be and in-and-out job, based on the spec - willing extraction, some security. Connections in the law enforcement sector might help. Even Shadowrunners have family, don't they?

CONTACT MR.JOHNSON  
@ 15652-MFAA-8

RESTART // SEARCH // END SESSION



Saeder-Krupp needs to shut down a subsidiary that's about to go rogue, but due to contract law, they're not able to, so instead, they want to hire Shadowrunners to get in there and destroy the place so that they can claim the insurance and shut the business down.



Know how to send a message? Can you get your point across in a BIG, EXPLOSIVE way? Are you an AGGRESSIVE COMMUNICATOR? Mr.Johnson needs you to send a message TODAY.

CONTACT MR. JOHNSON  
@ 00214-XPBB-5



ROLLPLAY PRENTS

# BALANCE OF POWER

EPISODE I



## Balance of Power: Episode I

A long time ago, in a galaxy far, far away...

### ROLLPLAY: BALANCE OF POWER

The Empire has been defeated - its horrific battle station the DEATH STAR has been destroyed by a brave band of Rebels and the Galactic Emperor is dead. The fight is far from over, however, and Imperial hold-outs continue to struggle against the forces of the NEW REPUBLIC throughout the galaxy. The war is over but the conflict between light and darkness is far from finished.

~~Hidden away in the OUTER RIM TERRITORIES, a shadowy cabal of former Imperial forces plot in secret, unaware of the REBEL team about~~

<sup>27</sup>  
On the OUTER RIM world ~~of Carceron~~, ~~still~~ a team of Rebels fights to liberate those still under harsh imperial rule...

### ~~ACT~~ SCENE ONE:

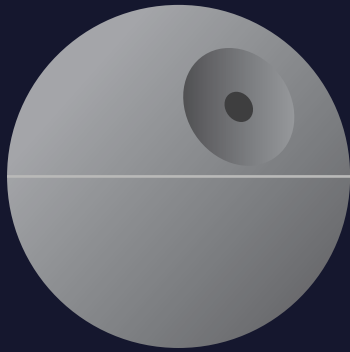
Carceron, a lava world, bleak skies and flowing molten rock. We see imperial scout walkers + a bunker fortress flying the Imperial flag.

We pan out, and crouched behind some rocks we see COMMANDER DATHAN POHARR, watching the fortress through macrobinoculars. Pan out, where are the characters, what's happening?

- 1) Ask Sam about tactics
- 2) Ask JP about the troops he's leading
- 3) Ask about Jesse / Pocket ~ what doing

"There it is; Imperial Prison Depot 424, worst of the worst."





ROLLPLAY PRENTS

# BALANCE OF POWER

EPISODE I  
DARK SIDE

# STAR WARS: Balance of Power: Dark Side Episode I

- \* A rebel mission they sabotage in ACT IV
  - \* Act I introduces the fake characters
  - \* Act II / III are the rebel mission
- led back to the hidden base

## ACT ONE:

- read the crawl, start with a battle with a cadre of stormtroopers, go in big

probably some  
Twilek

what is the mission? something straightforward, easy to resolve (freeing some slaves) and a big deal to see it betrayed.

battle, then flash back to the briefing explaining that the slaves need to be freed, etc.

## ACT TWO:

- the infiltration of Imperial Penal Facility XT-211

## ACT THREE:

- a big fight to free the slaves

(S+2 L)

## ACT FOUR:

- betrayal and slaughter, the real introduction of the characters

\* Figure out a system to set this in!

mechanical stuff:

- > rebel troops
- > stormtroopers
- > base defenses + personnel
- > maps?

give the PCs their real mission



The mission: break in and free the slaves held here, keeping an especial eye out for the Twi'lek woman Ki'wulen, who "Commander Skywalker has asked for particularly"

the fortress is protected by a bunch of Stormtroopers, some AT-STs and not much else (it's a setup ~ the Empire needs to know which slave the Rebels want and to be led back to their command ship in the sector)

SNEAK or FIGHT their way in, it doesn't really matter.

Implies something is wrong. It's pretty quiet...

1) FIGHT SEQUENCE

2) STEALTH

Once they reach the facility with the slaves, Commander Pothar suggests the PCs have

"Shown your loyalty and dedication to the cause" and will be taken back to the base.

## ACT TWO

Once everyone is escaped, they go back to the nearby mining town of Junkett's Crossing, where Pothar convenes with HQ

during all this a slave is caught stealing, let the PCs deal with it

end with negotiating transport out



### ACT THREE

Onboard the Coruscant Dream...

Captain Lorn Keelian, a smuggler, is helping get the crew back to a secret location when a scuffle breaks out, one of the slaves says there are imperial spies onboard! She blames Ki'wulen, who says she is no spy.

Let the PCs sort it out.

When they arrive at the REBEL ASTEROID BASE they're welcomed as heroes, and given a tour of the place. Play it up. Introduce happy rebels scrapping doing their thing.

end with betrayal.

26

+ Bardok Sang

+ Mika Sans

+ Paachi Dan'lork

### ACT FOUR

Kill all the rebels, bing bang boom.

### \* DESTINY POINTS

#### Balance of Power Notes

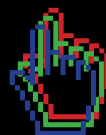
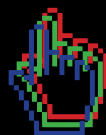
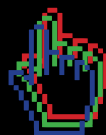
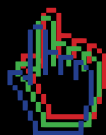
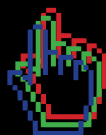
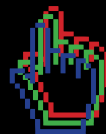
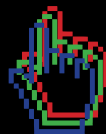
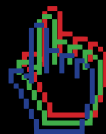
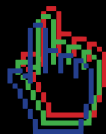
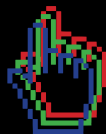
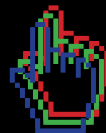
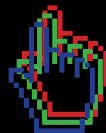
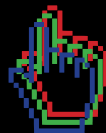
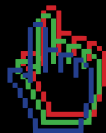
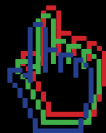
- > Captain Keelian of the Coruscant Dream
- > M-3AT, Republic liasons @ the base
- > Ira Venn, an angry zabrak slave
- > Commander Dathan Poharr
- > Ki'wulen, a twi'lek force sensitive
- > Jhi Chok, an ithorian and friend to Ki'wulen



6 shots: 11

1000 - 5	5 - 5
2500 - 10	10 - 10
3500 - 15	15 - 15

## EPISODE 49 NOTES



# EPISODE 49NOTES

## Swan Song: Episode 49

fronts:

- 1) Vito Marsh (Crime lord) + Abraham Butler (pastor) + Anthony Cardero (Criminal)  
↳ religious drug dealers making money to build a psytech device for "signal capture"
- 2) The Warmind is taking over Sigrid, where the eye of Odin was. He is looking for it, and knows now that Piani has it
- 3) Pi has been pondering their place in the universe and that of AI. They are afraid Piani is gone and worried about her. They have hidden memories triggered when they see Quiz - there is an ancient temple in a forgotten sector that somehow is significant.

if the PCs need a push

- Vito comes after the PCs, puts pressure on Quiz
- the Mubarizun start digging around (Agent Shadiid + Agent Al-Malik)



ROLLPLAY PRENTS

# BALANCE OF POWER

EPISODE I  
LIGHT SIDE



## Balance of Power: Light Side I

A long time ago, in a galaxy far, far away...

### Rollplay: Balance of Power

The Empire has been defeated - its horrific battle station, the DEATH STAR has been destroyed by a brave band of rebels and the GALACTIC EMPEROR is dead. The fight is far from over, however, and Imperial hold-outs continue to struggle against the NEW REPUBLIC throughout the galaxy. Conflict between the light and the darkness continues.

On the jungle world of Jagomir, an elite unit of NEW REPUBLIC commandos prepares to liberate a long-abandoned Alliance base, hoping to find something there that will help them turn the tide against the Empire...

Jagomir is a crummy swamp planet where an abandoned base sits, its military equipment a much-needed asset to the rebellion.

- 1) Get in → the base is occupied by some nasty space pirates
- 2) Retrieve the files → the core is old and crappy
- 3) Head home → ~~escape~~ ok
- 4) Uh-oh no home → blown up base + EMPIRE

> Pres Fell  
> Kriz Bonke

8/10

\* start with a comical droid-vs-monster scene

unarmed: brown dmg, crit 5, disorient 1, knockdown

silhouette: 2+ larger = decrease diff by 1

2+ smaller = increase "

chase: competitive Pilot check, circumstantial diff. (winner modifies distance)

\* figure out duty, motivation + XP for the next session  
(set up duty charts)

EPISODE

50NOTES

50

50

50

50

50

50

50

50

50



## Swan Song: Ep 50

~~April 28th, 3201~~

Erik leaves the show in ACT FOUR

~~April, 3201 (30th)~~

- 1) the crew on their way to Kamna
- 2) access to facility QA-138 (Quantum Anomaly site)
- 3) getting in, dealing with guards, etc.
- 4) inside the anomaly
- 5) reuniting Piani + Quia
- 6) we jump with Piani into an altered universe where she's merged with Quia and there's no Erik

Erik's choice to sacrifice himself to merge Pia/Quiani is what gives her access to the buried Shindelian programming.

### Opposition

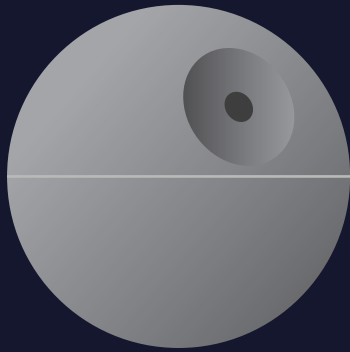
- ▶ the Mubarizun on their trail Agents Shadid + Al-Malik
- ▶ Kamnan local protestors
- ▶ Security @ QA-138
- ▶ becoming lost in the anomaly
- ▶ the final moments, the reuniting + the signal

\*"Someone must take her place [on the tree]"

• Ephram Rasheed, Dr. of Psytech

the hajj Sodom + Atlanta

a hadith issued about the crystals, ~~the crystals~~



ROLLPLAY PRENTS

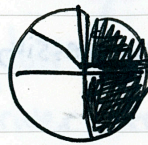
# BALANCE OF POWER

EPISODE II  
DARK SIDE



## Balance of Power: Imperial Episode 2

- 1) Give out XP (10 + 5 for motivation)
- 2) Review motivations
- 3) Review duty + contribution rank
- 4) Review duty table
- 5) Roll Destiny Points



ISD

ISS Relentless

Cpt. Dorja commanding

ISB officer Willem Fawkes

\* Imperial Sourcebook WEG

GS

\* Neb Plee, a smuggler from Lana's past

### The Mission:

> ISB has traced some New Republic broadcasts to the Outer Rim planet of Tarris, a city-world nominally still under Imperial control. While the ISB has long suspected that the governor is a Republic sympathizer, this may prove it.

- 1) trace the source of the transmissions to their source in the middle city
- 2) root out the Republic cell
- 3) bring the governor to justice

Assistant Xel Chamra

[The Lizard Dog  
Fluffy]

### Complications:

the Governor, Moff Kian Rylcott, is a reluctant sympathizer - his son Dade is a supporter of the Republic and his loving father is trying to protect him.

local Republic agents, led by Tala Nalle (a human) have been recruiting from the disenfranchised of Tarris, and have about a dozen armed officers + another dozen recruits. They've been pushing for Rylcott to turn on the Empire.

Dade is an obsessive history nerd, particularly about the Jedi, and has been trying out the Jedi philosophy for himself.

### Points:

(15-25)

- 5 duty for mission
- 5 for finding the leak
- 5 for killing or capturing Nalle

wife Thalassa Turnell

dad Warrick Turnell

TK 161 - Squad Ldr

TK 724

882

[Greenskin]

→ Ifharizan



ROLLPLAY PRENTS

# BALANCE OF POWER

**EPISODE II**  
**LIGHT SIDE**



## Balance of Power: Light Side, Episode 2 [Week 4] Ghtroc, the Leatherback

1) Give out 15 xp for the first mission, explain gaining XP (doing missions = Duty playing Motivation = XP)

2) Review Motivations

3) Roll Destiny Points

A hidden base, a graveyard memorial, mon mothma giving a speech, then Talz is met by Cpt. Darin Jassard, who has a mission: someone in the Felucian gov't wants to defect, we need you to meet with them...

(INFILTRATE, REPORT IN)

### The Mission

duty focus: Kestrel Novara (Ace Gunner) Combat Victory

system: Felucia (colorful, humid jungle world)

↳ "felooshia"

Jassard

Rush Tawik

~~16~~ ~~4~~ ~~28~~

### mission:

an important system in the Outer Rim, situated along the Perlemian Trade Route, Felucia has long been an important system to the Empire. Recently, a member of the ruling council has reached out to the New Republic, letting them know that she believes a time for change has come, that with support Felucia could be swayed to side with the republic.

① it's a trap, but only by ACCIDENT because the counsellor is being monitored by the ISB.

② the planet has a number of stormtrooper battalions there

+10 crit

+3 dmg

③ the councillor will only meet with the Republic in person

Garg

### NPCs:

- Councillor Sasha Kalé, a hopeful young politician who wants to free her people
- Khron, her Trandoshan guardian
- Agent Dattu Primarch, ISB who is watching her
- Councillor Timo Tureen, an Imperial Loyalist

- Gavin Typho
- Varlon Dane
- Danz Durran

① How did you get on to Felucia? What was your plan to get past the Imperial Customs blockade?

> play the scene

② Where are you hiding out? Why is it safe?

• ditto

③ Meeting with your contact (she suggests a Cantina - Mollo's, a joint run by a Toydarian)

- are you followed?
  - is she?
  - does someone overhear?
- } STORM TROOPERS come to arrest all of you

④ Councillor Kalé tells the PCs that ISB has an agent here and she suspects Tiro Tureen knows who it is. Capturing him could mean a huge advantage.

\* Basically, to pave the way for Republic control, the PCs have to determine whether or not there is an appropriate vector for attack:

- 1) popular support / uprising
  - 2) military assault
  - 3) governmental change
- } their commanding officer is Captain Davin Jassard



